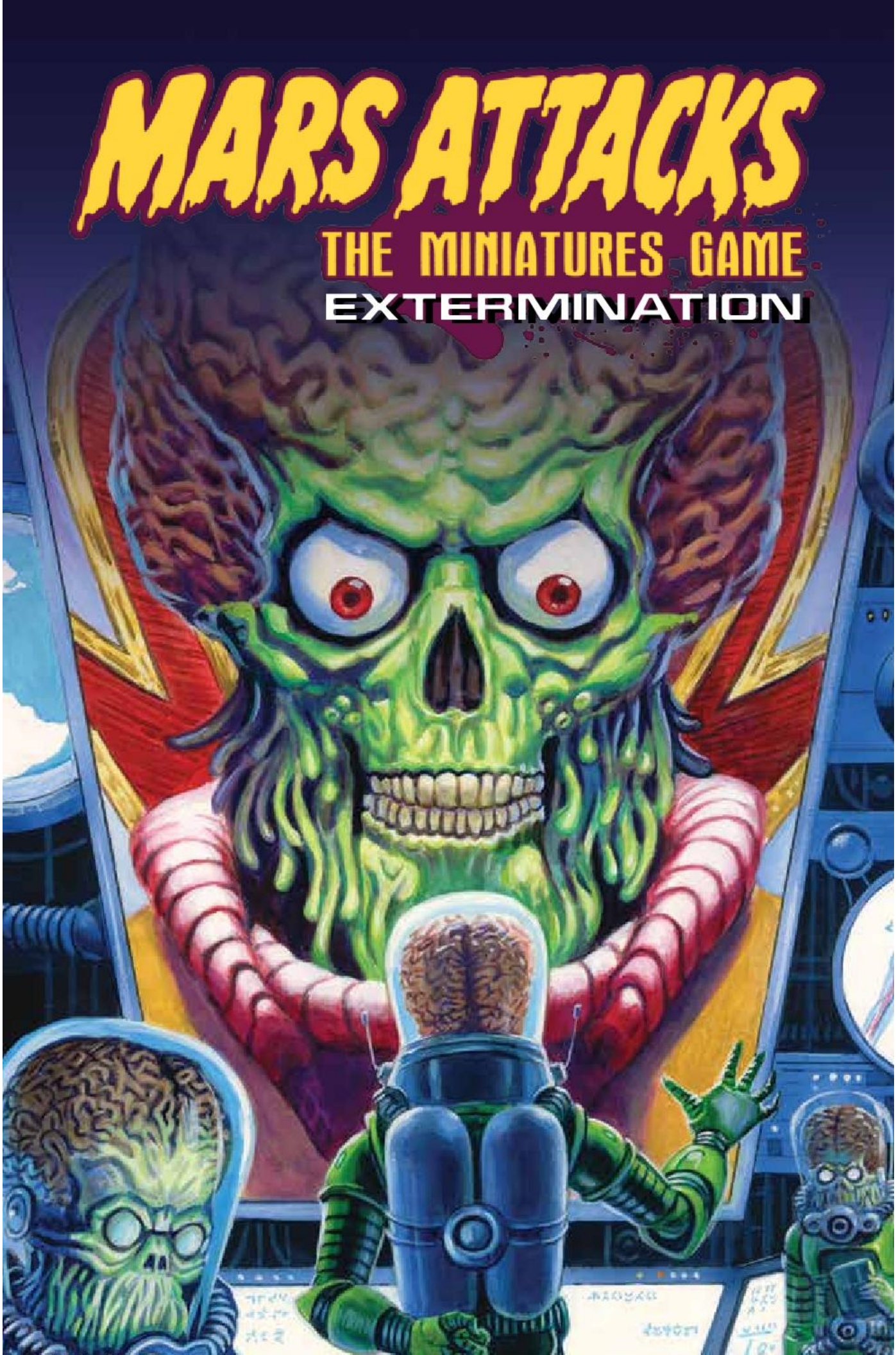
MARS ATTACKS

THE MINIATURES GAME

EXTERMINATION



The war grinds on with neither side able to gain a true advantage. General Tor has managed to destroy the Novas Vira facility in Greenville, yet still the humans continue to resist his forces, and his losses mount by the day. Martian High Command have now sent the brutal Chief Surgeon Gorl and the troops of the Science Division to oversee Tor's efforts and help bring a swift end to the conflict.

Meanwhile, Novas Vira have called in the infamous men, women and aliens of the elite Tiger Corps in a last ditch attempt to tip the balance in humanity's favour and drive the Martians off the planet once and for all.

Simple victory is no longer enough for either side. This is a campaign of extermination.

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MARS ATTACKS

Thought you'd seen everything the Martians had to throw at humanity? Think again! The Science Division arrive led by the twisted genius of Chief Surgeon Gorl and bringing their mutated and monstrous creations with them. All of those critters that the Martians have been collecting will suddenly make sense, as giant insects are unleashed against the inhabitants of Greenville.

Coming to the aid of humanity, the elite commandos of the Tiger Corps, led by General Jaret, have been summoned by Novas Vira command to do whatever is necessary to end the Martian threat once and for all. We also meet new survivors, as Craig and Tunga prove that it's not just every man and woman that is fighting for humanity's survival!

A series of narrative scenarios introduces these new characters and others, building up to a final showdown which will determine not just the fate of Greenville, but that of the entire planet. Neither side can afford to back down, and both will throw everything they have into winning this final battle.

Pick a side, grab your forces and settle down to decide the fate of a whole world. Playtime is over, this is war!

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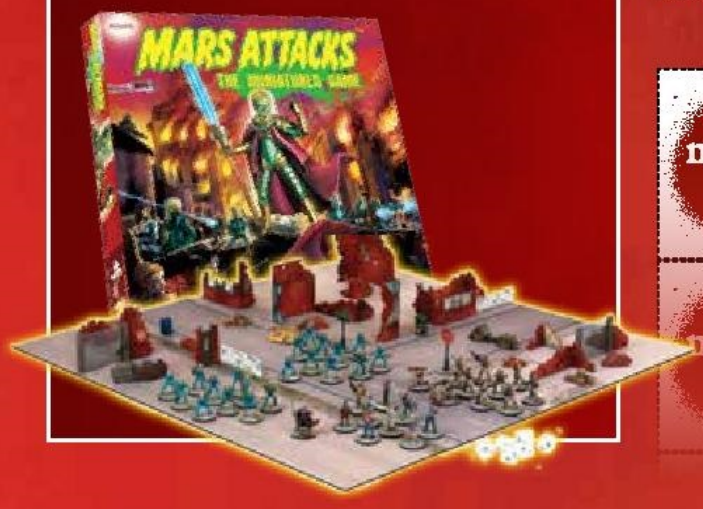
GAME COMPONENTS

Extermination is an expansion for Mars Attacks: The Miniatures Game that allows you to recreate the next chapter of the Martian Invasion on your tabletop. In the set you will find:

- Science Division Chief Surgeon Gorl and Wrex
- 9 Science Division Troopers
- 2 Mutant Bugs with Martian Bug Handlers
- 6 Tiger Corps Heroes:
  - Jaret
  - Shadow
  - Barnabus
  - Drex
  - Zeke
  - Corus
- 4 Tiger Corp Bounty Hunters

MARS ATTACKS THE MINIATURES GAME

In addition to the miniatures above, you will need a copy of *Mars Attacks: The Miniatures Game* in order to play the scenarios in this book. You can continue the story of your favourite heroes as they encounter all of the new and exciting troop types, heroes and vehicles. As well as the miniatures, all of the scenarios in this book will use the mat, cards, counters and scenery from the boxed game.



RELIEF FORCE

As you progress through the story you will find that the scale of the invasion reaches a level that we simply couldn't fit into this box! Luckily, Mantic has created a supporting range of sets that allow you to grow your collection even further. Do you want a Tiger Corps relief force or a huge swarm of mutated insects? No fear – all of the figures in this set are available separately, as is the Martian Supreme Regent (see page 16) and the Giant Robot (see page 14). This is a huge kit that will be the centrepiece of any Mars Attacks game.

Some scenarios will also use models and rules from the Mars Attacks: Humanity Resists set - the second chapter of the Invasion of Greenville trilogy. This is available separately.

Look out for the forthcoming Mars Attacks: World War Expansion which takes Mars Attacks: The Miniatures Game to a global scale and allows you to grow your collection into an entire army!

For more information, visit www.manticgames.com or your local retailer.

MANTIC POINTS

Some of the scenarios in this book introduce characters who cannot be found in stores. These characters were created as part of the Mars Attacks Kickstarter and are now available as part of the Mantic Points scheme. Most Mantic products contain Mantic Points, and as you collect these you can trade them in for incredible rewards, including free Mars Attacks miniatures!as you collect these you can trade them in for incredible rewards, including free Mars Attacks miniatures!

NEW ABILITIES

New troops and creatures means a whole host of new abilities to add to the core rules of the game. These reflect the unique characteristics of the new characters and monsters introduced in this supplement, and are treated in exactly the same way as the abilities listed in the core rulebook.

BRAWLER

A model with this ability can *FIGHT* a second time for free if their first *FIGHT* in that Turn killed their target and there is a second target in the same square to attack. If the first target was saved by Heroics or anything else then it has not been killed and the ability does not trigger.

The free *FIGHT* does not count as an action for that Turn.

A BRAWLER may only get one free *FIGHT* per Turn.

EXPERIMENTS

This model has been tinkering with stuff he should have left alone. Sometimes this helps, and sometimes it doesn't. As long as a model with this ability is on the battlefield this ability is in effect. Each time the owning player plays a card, first resolve the card's effects, then roll one dice to see what happens next:

1:	The owning player's opponent gets a free card. If this takes their hand of cards to 5 or more they must immediately discard down to the limit of 4.
2-5:	There is a strange smell in the air, but nothing else happens.
6-8:	The card you just played is returned to your hand instead of being discarded. Note that if this takes you to your hand limit, you may not draw more until one is discarded.

HIGH-TECH

A HIGH-TECH model carries all manner of new and experimental equipment and is used to dealing with unusual items. This means that the model interacts with Alien Secrets in a different way to other models.

The model may pick up Alien Secrets. If the scenario specifically says that the HIGH-TECH model's side can earn VPs for picking up Alien Secrets then they keep the counter to show this, as usual. Otherwise, put the counter in the box with all the unused counters from setup.

When a HIGH-TECH model dies, if their side is not able to score VP's for Alien Secrets, they drop an Alien Secrets counter. This is taken from the unused counters in the box and placed in the square they were removed from. If all the Alien Secrets counters are currently in play then this rule is ignored.

HUGE WEAPON

A HUGE WEAPON gets an extra +2 dice when it attacks, on top of any other modifiers that apply.

KNOW YOUR ENEMY

This model wants to gather more information about the enemy by taking them back to base to study. When the model kills an enemy model in a *FIGHT* they may take their prize back to their labs. Remove the model with this ability from the battlefield along with the enemy model. This earns their side 1 VP. The model with this ability is not counted as killed and earns the enemy no VPs. In following Turns they may return to the battle by playing a Reinforcements Arrive card.

MUTANT

This model is the unnatural creation of the Martian Science Division. Some rules only work on MUTANTS.

PHEROMONE DISPENSER

Carefully tailored pheromones can help control the mutant creatures of the Science Division. A model with this ability counts as having the FOLLOW ME! ability, but can only use it on models with the MUTANT ability.

SCANNER

As long as this model is alive, the owning player may look at any face down Critter/Alien Secret counters on the board. Replace them face down without showing your opponent once you have done this.

SHOCK STICK

If a model is hit by this weapon in a *FIGHT* and not killed, then they are Rattled.

STRATEGY

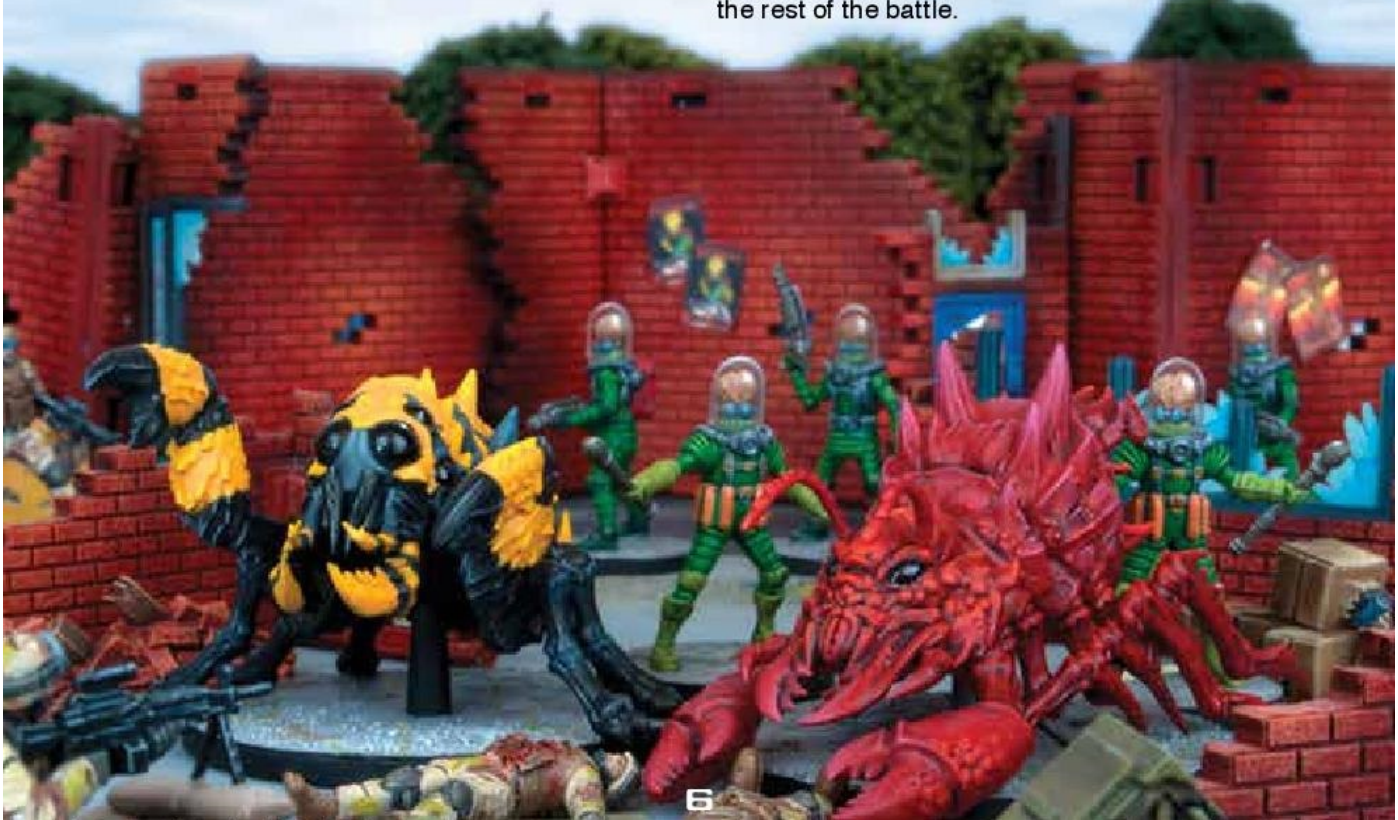
As long as a model with this ability is on the battlefield, the owning player may keep a hand of 5 cards instead of the normal 4. If the model is killed then the player must immediately discard down to 4 cards.

UNDERCOVER

The model is in disguise. Until this model makes a *SHOOT* or *FIGHT* action they cannot be attacked. This also means that they do not count as an enemy model when you are in the same square so you do not have to stop and *FIGHT* them.

Card effects may attack this model as normal.

Once the disguised model has attacked someone their true allegiance is revealed and they are treated as a normal enemy model for the rest of the battle.



TIGER CORPS HEROES

Little do the people of Earth realise, Novas Vira is not just an earthbound organisation. Many of the members are actually off-worlders, and one of the many non-terrestrial branches is the specialist unit known as the Tiger Corps. Travelling the galaxy in their ship, the Venture, they perform hit and run guerrilla attacks on Martian facilities wherever they find them.

Originally a band of mercenaries for hire to the highest bidder, a series of circumstances led to them being engaged by the Novas Vira to assist in the extraction of an important prisoner from a Martian facility. They performed the mission so well that Novas Vira command made a concerted effort to retain their services. Whatever deal was struck, it was clearly agreeable on all sides, as the Tiger Corps have fought under the Novas Vira banner ever since.

"GENERAL" JED JARET

A tough-as-nails human war veteran who has travelled the stars since his original incarceration by the Martians as a child. Jaret is a cold and calculated leader, always weighing up the precise pros and cons of each mission and acting with complete dispassion. The only exception to this is in relation to his number two, Shadow. Though Jaret will not shy away from hard decisions in relation to the rest of his troops, he has been known to act borderline emotionally where his second in command's safety is threatened.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
General Jaret	4+	4+	5+	1–6	4	ARMOUR, LORD OF BATTLE

SHADOW

Second in command of the Tiger Corps and fanatically loyal to Jaret. Never seen without his helmet, nobody is entirely sure who or what Shadow is, but he has been with Jaret as long as anyone is able to remember. An expert in the use of any weapon, Shadow is a quiet and softly spoken individual. On the rare occasions he does voice an opinion, the others listen, such is the authority and respect that he carries.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Shadow	3+	5+	5+	1-6	3	ARMOUR, BRAVE

DREX

Orphaned at a very early age, this young alien soldier joined the Novas Vira to become a pilot and fight Martians. Such was his extraordinary natural aptitude that he was soon transferred to Jaret's command, where he has been happily helping to fight the Martian menace ever since. Young and brash, he is nevertheless fiercely intelligent and a superb lateral thinker. Though the others often dismiss him due to his youth, Shadow always listens when Drex has a good idea.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Drex	4+	4+	5+	1-6	1	ARMOUR

CORUS

A hulking alien from a fierce warrior culture, Corus has been with Jaret from his early days as a mercenary providing the brute force required for fighting Martians. It is perhaps surprising then that the two rarely get along, Corus often arguing against Jaret's plans and encouraging dissent in the ranks. Whatever the issue, Corus keeps his distance from the other members of the 'inner circle', preferring the company of the newer recruits to Jaret and Shadow. His natural charisma and charm mean that he is popular with the 'newbies' and helps to foster a permanent divide within the team. Corus has been heard on more than one occasion to express the opinion that for all his skill as a leader, Jaret is a mediocre warrior. He has no particular hatred of the Martians, and it is likely that only this love for violence keeps him fighting for the Novas Vira – a fact of which Jaret is only too aware.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Corus	4+	3+	4+	1–8	4	ARMOUR, ARMOUR PIERCING, NATURAL LEADER

BARNABUS

An alien from a world invaded by the Martians many years ago, Barnabus is the communications expert of the group. Sceptical in the extreme and often at odds with Jaret over his command decisions, Barnabus is nevertheless the best engineer that the Novas Vira has at its disposal. This, combined with his exceptional hand-to-hand combat skills and fanatical hatred of the Martian race means that his outbursts are tolerated by command.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Barnabus	4+	4+	5+	1–6	1	ARMOUR

ZEKE

Younger even than Drex, Zeke was rescued from a Martian-controlled colony by the Venture and simply refused to leave with her fellow refugees when they were liberated by the Tiger Corps. She has taken a particular shine to Jaret, who she sees as a father figure, and is known to spend a great deal of time with Shadow. For his part, Jaret thinks that the girl is too young and shouldn't be a part of the crew, but Shadow's fondness for her has allowed her to stick around so far, against Jaret's better judgement.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Zeke	6+	6+	5+	1-3	1	

BLAINE

Nobody in the Tiger Corps – or indeed the whole Novas Vira – is entirely sure where the mercenary identifying himself only as Blaine comes from. Neither do they understand who he is, why he is here or what makes him choose to fight alongside them. What IS clear is that Martians have encountered him before – Tor in particular would appear to have personal history with him – and that's good enough for them. Anyone who can make the notorious Martian General lose his cool is a valuable asset in the war against the invaders. That he wears a mask constantly and is so mysterious is hardly an issue to a unit that counts Shadow amongst its number, and the Tiger Corps have decided to embrace the enigmatic mercenary for now, relying on his assistance while they still can.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Blaine	4+	3+	4+	1–3	3	ARMOUR, BRAWLER

TIGER CORPS SOLDIERS

BOUNTY HUNTERS

The Tiger Corps constantly recruits from a variety of races throughout the galaxy, both within and without the Novas Vira itself. Some die, others simply move on but all are proud to be a part of the only force to ever challenge the Martians. It is a great privilege to wear the armour of the Tiger Corps, and it is testament to this that they have no shortage of volunteers, in spite of the danger of the missions they undertake.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Tiger Corps Bounty Hunter	4+	4+	5+	1-6	-	ARMOUR

HUMAN HEROES

CRAIG AND TUNGA

All Craig really wanted was a simple life. He grew up on a farm, and was always good with animals, so when his dad decided to sell up and move to Florida he got a job at Greenville Zoo. He never had much in the way of ambition, and his happiest moment was when he was put in charge of the Ape House. When Tunga the Gorilla transferred from the State Zoo, Craig worked late every night to make sure she was looked after.

It was during one of these late shifts that the Martians came to Greenville. He'd been listening to the explosions and screams from inside the Ape House, wondering what was happening, when there was a frantic knocking at the door. Two survivors were looking for shelter, and a squad of Martians were right on their tail! Craig did everything he could to help them fight off the attackers, but in the ensuing chaos the animals managed to escape their enclosures. Only Tunga refused to run away. She defended the humans, barrelling into the alien invaders with lightning speed, tearing them apart with her powerful limbs. When it was over, the four of them – three humans and a gorilla left the ruins of the zoo, determined to find safety elsewhere...

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Craig	5+	6+	6+	1-5	4	
Tunga	-	2+	4+	-	3	BRAVE, SMITE!

THE SCIENCE DIVISION

Fielding its own modified infantry, as well as specialists such as mutant bug handlers and engineers, the Science Division has come a long way from the small offshoot originally founded by Martian Imperial Commanders some years ago. Back then, it was reasoned that the pursuit of ultimate knowledge was key to further military success for the Martian Empire. The Division has since grown and gained power such that it now almost stands as a rival to the standard Army, and Martian Imperial Command no longer fully trusts it or the many twisted creations it devises.

The infantry themselves operate entirely separately from the main Imperial army, taking little interest in the actual business of war itself. They are charged with the important support functions of invasion; gathering specimens for analysis, building the infrastructure of the invasion effort in the form of command centres, camps and laboratories and research and development in each new theatre of the war. It is not that the Science Infantry are somehow worse soldiers, nor that they lack the warlike impulses of their fellow Martians, but their primary drive is always scientific progress and the pursuit of knowledge, just as they were founded to be all those years ago.

In the event that the advantage in an invasion effort starts to slip towards the enemy, then overall operational command of the theatre will be transferred to the Science Division, and the chief Science Commander will assume control. It is then that the Science Division comes into its own, able to deploy experimental weaponry, new and exotic vehicles and the mutated and ferocious results of their genetic experiments.

In Greenville, Martian High Command are becoming restless with General Tor's lack of progress, and though they have not yet taken the step of handing over command to the Science Division, the noted Chief Surgeon Gorl has now arrived in theatre to provide support for Tor's operations. He has offered new weapons and the use of the Science Division infantry and Bug Handlers to bring a swift conclusion to proceedings, and Tor has little option but to accept. There is no love lost between the two, but for now, they will co-operate as they try and overcome the human scum.

MARTIAN SOLDIERS

SCIENCE DIVISION INFANTRY

Martian Science Division Troopers vary slightly in appearance from their standard brethren. Their faces are obscured by bio-mechanical masks and a set of protective goggles that help further separate them from the chemical stain that is humanity – and are a visible reminder of the endless search for physical perfection they seek through the fusion of technology and biology. They carry more unique, modified weapons and armour than standard Martian troops, but their training and discipline allows them to better scour the battlefield, discovering useful local artefacts as well as recovering those of their comrades to deny them to the enemy. They are implacable foes, and the enemy who dismisses them based on their scientific endeavours and lack of general interest in combat is an unfortunate one indeed.

1. 1. 1. 1. 1.

2. 3. 4.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
1. Science Division Trooper	4+	5+	6+	1-5	-	HIGH-TECH, ARMOUR
2. Science Division Trooper with Heavy Blaster	3+	6+	6+	1-8	-	HIGH-TECH, ARMOUR, RAPID FIRE, BLASTER
3. Science Division Unit Commander	5+	3+	5+	1-3	1	HIGH-TECH, ARMOUR, SHOCK STICK
4. Science Division Engineer	5+	6+	6+	1-3	1	HIGH-TECH, ARMOUR, EXPERIMENTS, SCANNER

MARTIAN BUG HANDLER

The members of the Science Division who are tasked with the actual battlefield handling of the giant creatures their colleagues produce are a breed apart. Originally, the Science Division would just unleash their mutants against the enemy uncontrolled, but several high profile disasters led to the creation of this specialised division. Equipped with special dispensers loaded with pheromones and serums synthesised from the base species of creature used to create the mutants, these soldiers must goad the creatures into attacking the enemy, directing them as best they can. This is doubly dangerous, as the creatures are usually directed at the strongest parts of the enemy defences, meaning that the handlers must not only avoid the blundering advance of their charges, but also the incoming fire from the defences they are attacking. Small wonder that these soldiers tend to remain apart from even their fellow Science Division colleagues, banding into cliques that often use their charges to perform cruel 'pranks' on the ordinary troops when not in the heat of battle.

MUTANT BUG

The Science Division is constantly experimenting with the production of bigger and fiercer creatures for military application, and the invasion of a new world provides them with a whole new selection of local fauna to research and mutate. Earth is no exception, and now that they have gathered a wide selection of samples and had the time to examine them, the first of their new creations has been unleashed. These giant 'Bugs' seem to be in some way related to the various insects they have picked up in the ruins and fields of Greenville, though they have been mutated and reformed, turned from small beetles and mites into gigantic and vicious monsters, capable of tearing through whole platoons of soldiers with frightening ease. Considering this is only the first wave of these experiments, this is doubly worrying.

Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Mutant Bug	-	4+	3+	-	1	MUTANT, ARMOUR, BRAWLER
Mutant Bug Handler	5+	5+	6+	1-3	2	ARMOUR, PHEROMONE DISPENSER

GIANT ROBOT

When the Science Division was tasked with creating a large and powerful machine with which to attack the enemy on land, they took their brief rather literally. The result, though not a true 'robot' is nevertheless referred to as such by the Novas Vira, who fear these giant death machines more than almost any other weapon the Martians deploy. Massive bipedal walkers piloted by a single Martian, these vehicles can be configured to carry a range of different weapons at the whim of the commander. These weapons are also fully interchangeable, meaning that the machine may be adapted to the changing requirements of the theatre. Giant Robots are one of the proudest achievements of the Science Division, and their flexibility and power is such that no Science Division force will take to the field of battle without them.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Giant Robot	5+	5+	4+	varies	3		VEHICLE, HEAVY ARMOUR

CHOOSE 2 of:

- **FREEZE RAY**
  RANGE 1-6, FREEZE
- **HEAT RAY**
  RANGE 1-8, ARMOUR PIERCING
- **MASSIVE CLAW**
  MAY ONLY BE USED IN A FIGHT. HUGE WEAPON, ANTI-TANK

MARTIAN HEROES

CHIEF SURGEON GORL

Gorl has been a senior figure in the Science Division for many years, and is known even amongst that group as being especially cruel and exceptionally inventive. His main passion is genetic experimentation and he is considered somewhat of a genius in this, albeit a terrifying one. His proudest creation is the mutant known as Wrex, which he is never seen without. It is rumoured that he has actually never stopped experimenting on this wretched creature, and certainly it seems almost as much of a danger to him at times as to his enemies. Gorl has a long standing feud with General Tor, who is distrustful of the Science Division in general but finds Gorl in particular especially distasteful. Gorl's deployment to Earth to oversee Tor's operation is an obvious gesture by Imperial Command, a fact that will not have escaped Tor's notice.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Science Division Chief Surgeon Gorl	6+	4+	6+	1–3	3		HIGH-TECH, ARMOUR, KNOW YOUR ENEMY, PHEROMONE DISPENSER, FOLLOW ME!

WREX

Nobody, even within the Science Division itself, is quite sure what Wrex originally was. He has been experimented on and mutilated so extensively over the years at the whim of the intrepid surgeon Gorl that it is impossible to distinguish whether Wrex ever was one single creature at all. Covered in scars and with a disposition that stands out as vicious even amongst the mutants produced by the Science Division, Wrex is a potent threat to anyone who crosses Gorl.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Wrex		-	4+	5+	-	1	BRAWLER, MUTANT

SUPREME REGENT

The Supreme Regent is one of the most senior figures in the whole Martian Empire. His tally of victories is legendary, and his name is spoken of in hushed tones even amongst the generals of the Martian Fleets. General Tor was one of his best protégés, learning everything about military command from him. It is perhaps this fact which has saved Tor from the Regent's notorious wrath in spite of his failure to subjugate the people of Earth. Rumours of the appearance of the Supreme Regent in Greenville are thus far unconfirmed, but the fact that the Tiger Corps themselves are in the area suggests that Novas Vira command are willing to believe it. For Tor, the presence of his old mentor can only act as a powerful incentive to finish the job – should the Regent elect to take over operational command himself, it would cast a heavy stain over Tor's already fragile reputation.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Supreme Regent	4+	5+	3+	1–3	3		HEAVY ARMOUR, STRATEGY, FOLLOW ME!

BELOSS BEL

A special agent without compare, Beloss Bel is able to blend in with the native population of any planet in order to get close to key figures and eliminate them. Though the Martians have the requisite technology to provide perfect visual disguises, Bel's natural talent lies in his ability to quickly grasp the subtle physical cues and cultural gestures unique to a species and mimic them, ensuring that he is not discovered until it suits him.However, the price of going undercover has been high for Bel — the serums and injections that altered his physiology, coupled with extensive assignments that forced him to act human, have twisted his mind and left him nearly psychotic — so much that until the attack on Greenville, Martian High Command hadn't heard from him in decades! Where brute force has failed on Earth, Tor hopes that this extraordinary agent may be able to help him dismantle the command structure of the wretched humans from the inside.

	Model	Shoot	Fight	Survive	Range	Heroics	Abilities
Beloss Bel	3+	4+	6+	1–3	2		UNDERCOVER

SCENARIOS

The following pages contain scenarios that further expand the storyline of our heroes from the Mars Attacks Boxed Game, each one a snapshot of one moment during the invasion. The scenarios are played in the same manner as the original game – each one will explain how to win. To get started you will need to follow the steps below, detailed further in the main rulebook.

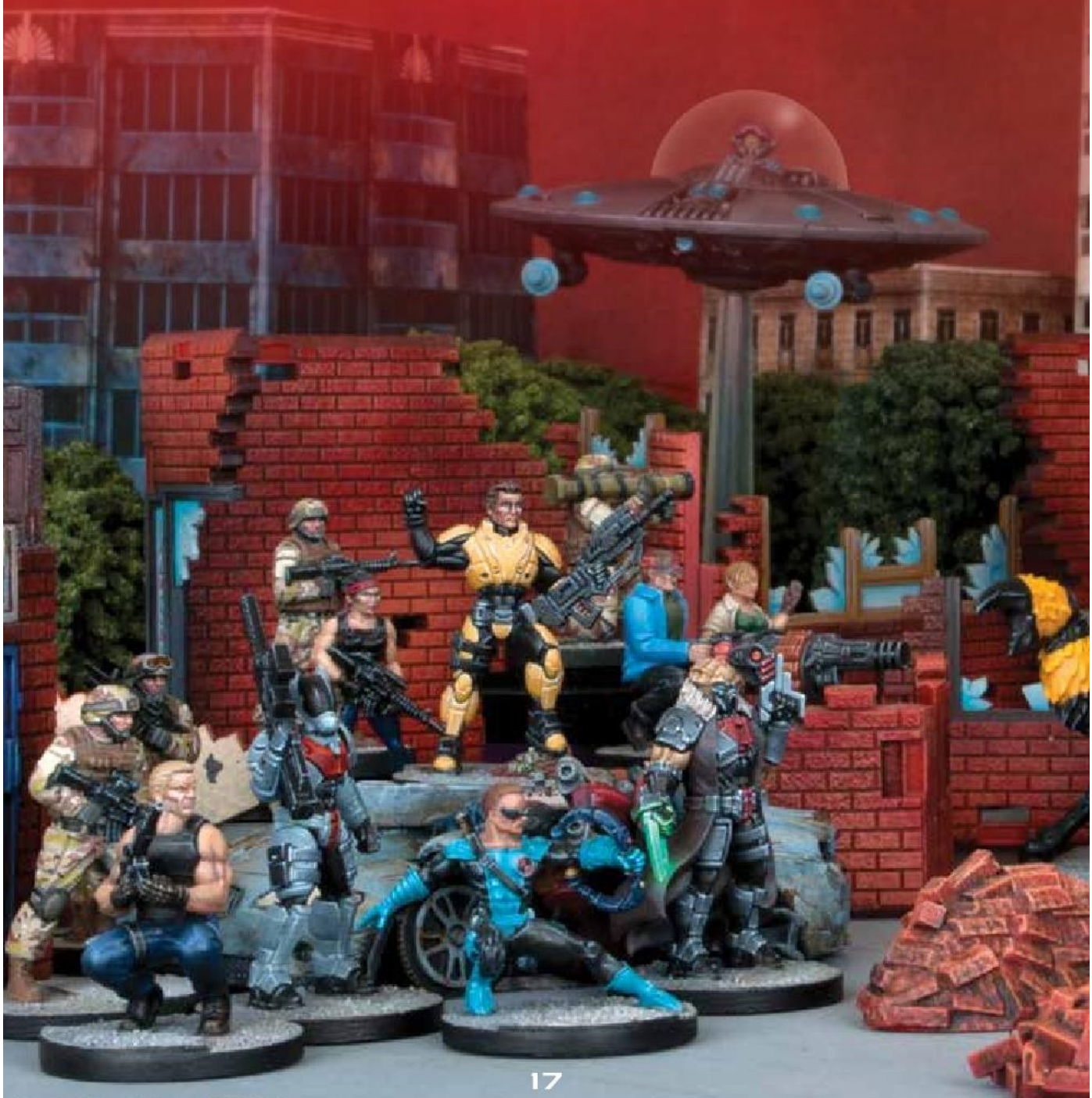
1: Board Layout

2: Counters

3: Deal Cards

4: Deploy Models

5: Play!



1. SWEEP AND CLEAR

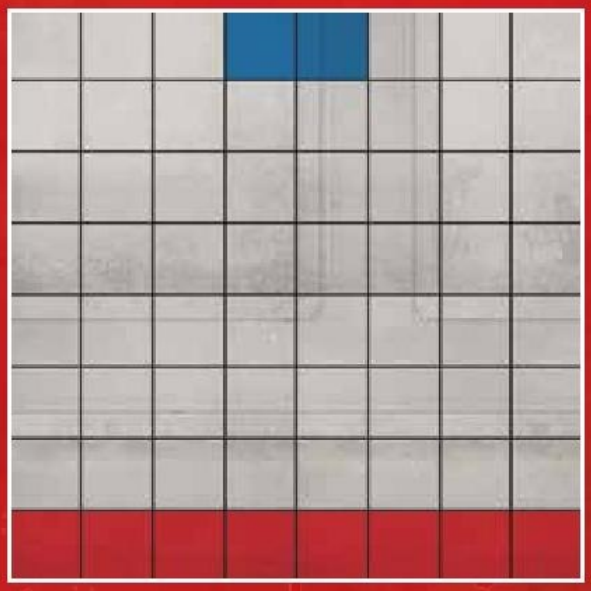
Jaret cursed as he saw the devastation the Martian attack had left. The Novas Vira base was a ruin, the secret vault open to the sky and bodies strewn everywhere. First order from command was to rake through the wreckage and make sure nothing was left for the Science Division to pick up and use against them. He'd brought Barnabus to check through anything they found, and Shadow had insisted on accompanying them. In the distance, he could see the tell-tale glint from Martian helmets – probably a Science Division patrol on its way.

"Hurry it up there Barnabus, we're gonna have company real soon."

The alien turned around to him holding up an object that made his heart sink.

"Lucky we were here General, if the Martians got a hold of this we'd have a problem."

Great – now they had to get this item as far as possible from here whilst avoiding a Martian Patrol. Life was just one long party in this place…



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

MARTIAN FORCES

Martians deploy all their models first.

The Martian models deploy anywhere in the red deployment zone:

- 6 Science Division Troopers
- 1 Science Division Trooper with Heavy Blaster
- 1 Science Division Engineer
- 1 Science Division Commander

MARTIAN VPS

Martian Victory Points are awarded for:

- Critters (+1 VP per counter, not counting the first).
- Killing a Human model (+4 VPs).

HUMAN FORCES

The following human models deploy anywhere in the blue deployment zone:

- Jaret
- Shadow
- Barnabus

Barnabus starts the game carrying the objective counter. It is only dropped if he is killed, but it can then be picked up again by any Hero.

HUMAN VPS

Human Victory Points are awarded for:

- Alien Secrets (+1 VP per counter).
- Carrying the objective off of the board via the Martian Deployment zone (+6 VPs).

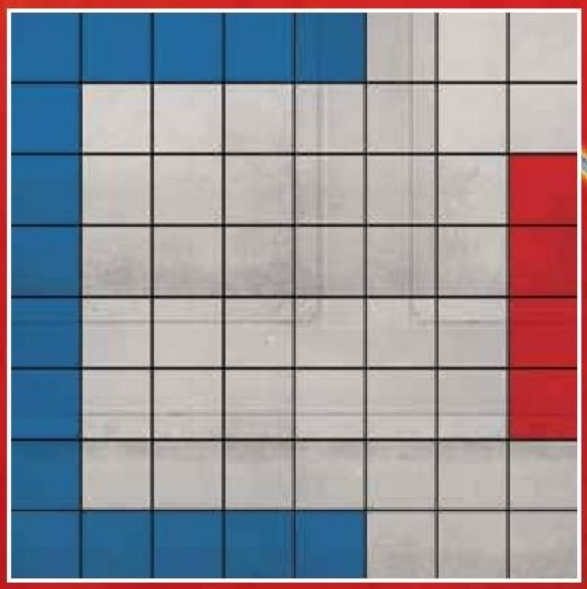
FIRST TURN: MARTIANS

2. BULL IN A CHINA SHOP

Corus knew that Jaret wouldn't approve of this plan, and that was why he hadn't told him about it, but he wished he could have had Shadow with him right now – the big old brute would have been useful. Still, he had the latest batch of recruits, and once he'd explained the idea to them, they'd all been up for it.

In the distance, he could see the Martian Patrol approaching. Even the other Science Division Troops were keeping a healthy distance from the one who was in charge of the Bug. The Bug itself was an ugly critter, and no doubt had a temper to match. Corus broke out into a wide, toothy grin at the thought of what the big creature would do once it was set loose amongst the Martians.

"Ok gang, get ready to give these Martians a really bad day..."



MARTIAN FORCES

Martians deploy all their models first. The Martian models deploy anywhere in the red deployment zone:

- 5 Science Division Troopers
- 1 Science Division Engineer
- 1 Martian Bug Handler
- 1 Mutant Bug

MARTIAN VPS

Martian Victory Points are awarded for:

- Moving the Mutant Bug and Martian Bug Handler off of the marked board edge (+8VPs).

HUMAN FORCES

The following human models deploy anywhere in the blue deployment zone:

- Corus
- 4 Tiger Corps Bounty Hunters

HUMAN VPS

Human Victory Points are awarded for:

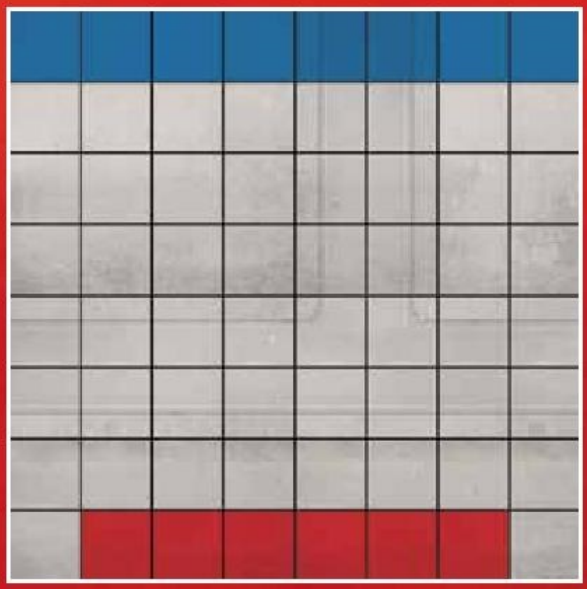
- Killing the Martian Bug Handler (+6 VPs).
- Moving a Tiger Corps model off of the board via any edge after the Bug Handler has been killed (+2VPs).

If the Mutant Bug is killed, the Human side has failed its mission and the Martians will automatically win. If the Tiger Corps find themselves in the same square as the Bug, they can react as if they had a Fight value of "-" instead of attacking it.

FIRST TURN: HUMANS

3. FEMME FATALE

Agent Beloss had his orders- disguise himself as a simple human female and get close enough to dispose of some of the senior humans leading their damnable resistance. First on the list was the one with the jump pack who had caused them so many issues so far. Beloss had his disguise firmly in place, and was doing his best imitation of the human female walk to try and get the man's attention. There were others too – human soldiers. He had to get close enough to take out the target before they saw through him. This wasn't going to be easy...



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

HUMAN FORCES

Humans deploy all their models first. The Human player places the following models in the blue deployment zone:

- Don
- 6 US Army Troopers
- 1 US Army Sergeant

HUMAN VPS

Human Victory Points are awarded for:

- Alien Secrets (+1 VP per counter, not counting the first).
- Killing a Martian model (+1 VP).

MARTIAN FORCES

The Martian player places the following models anywhere in the red deployment zone:

- 8 Martian Grunts
- 1 Grunt with Freeze Ray
- 1 Martian Grunt Unit Commander

The Martian player places the following model anywhere on the board outside both deployment zones:

- Beloss Bel

MARTIAN VPS

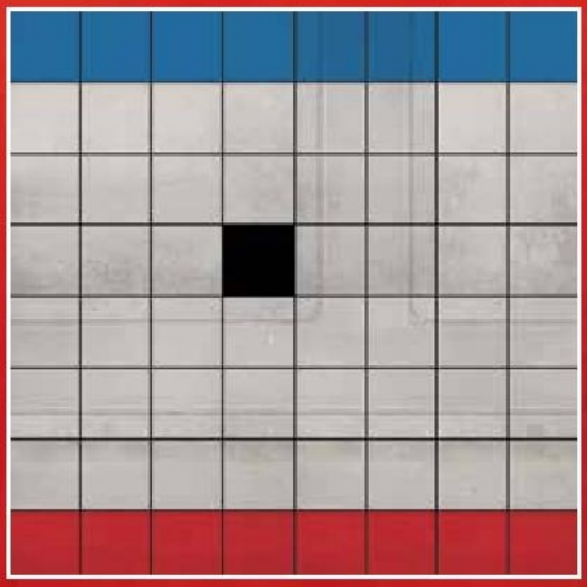
Martian Victory Points are awarded for:

- Beloss Bel kills Don (+8 VPs).

FIRST TURN: HUMANS

4. CIVIC DUTY

Buddy flexed his hand, wincing with the pain that still came through the bandage. He wasn't fully better, but he was well enough. Now that Brandi was back with him, he had one last priority – get the rest of his loot from the bank before this whole place went to hell. After all, it wasn't like there was anyone left alive in town to spend it – the way he saw it, it was doing a public service rescuing that cash from the Martians.



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

SPECIAL TERRAIN

Special Terrain - The black square marks the bank vault. Make this as solid as you can, with a single way in as the door (facing the red deployment zone). Place the Objective counter in the bank vault to represent the loot. The loot can only be carried by a Hero.

HUMAN FORCES

Humans deploy all their models first. The Human player places the following models in the blue deployment zone:

- Buddy
- Brandi

HUMAN VPS

Human Victory Points are awarded for:

- Carrying the Loot off the board via the blue deployment zone (+8 VPs).

MARTIAN FORCES

The Martian player places the following models anywhere in the red deployment zone. No more than one model can start in each square.

- Science Division Chief Surgeon Gorl
- Wrex
- 1 Giant Bug
- 1 Martian Bug handler
- 4 Science Division Troopers
- 1 Science Division Trooper with Heavy Blaster

MARTIAN VPS

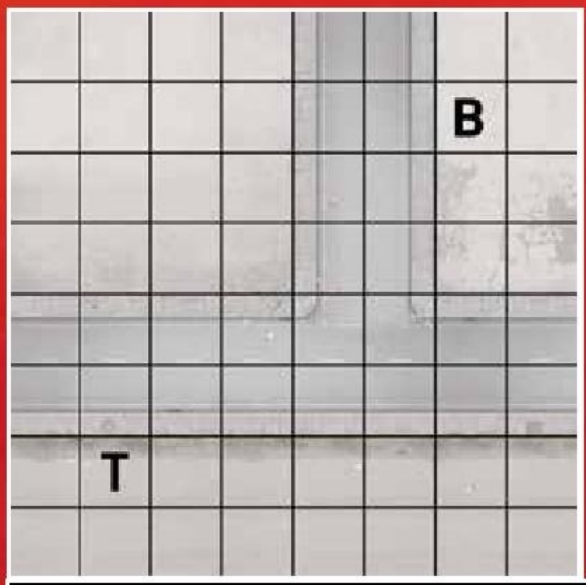
Martian Victory Points are awarded for:

- Critters (+2 VPs per counter).
- Killing Buddy or Brandi (+2 VPs each).

FIRST TURN: HUMANS

5. GRUDGE MATCH

Tor couldn't believe his luck! The inter-dimensional mercenary and menace to Martian society known as Blaine was here! If he could collect that scalp, he'd silence any critics he'd ever had! He'd noted that Blaine seemed to be ignoring everyone around, focused only on Tor himself. So be it – a duel to the glorious death!



DEPLOYMENT

The Human player places Blaine on the square marked B.

The Martian player places General Tor on the square marked T.

Blaine and Tor are deployed, starting with the Human player, both sides take turns randomly placing one Soldier model at a time on the board. If you roll a square that already contains an enemy model then you may choose where to deploy that model.

- Human player: 6 US Troopers
- Martian player: 4 Martian Marines

HUMAN VPS

Human Victory Points are awarded for:

- Blaine kills General Tor (+8 VPs).

MARTIAN VPS

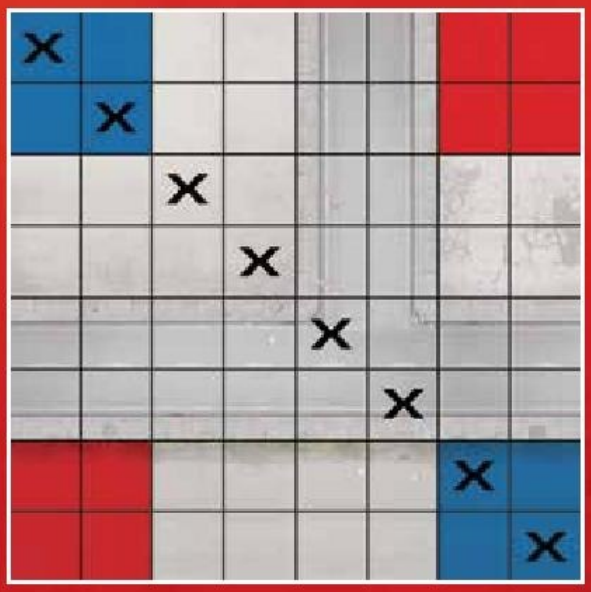
Martian Victory Points are awarded for:

- General Tor kills Blaine (+8 VPs).

FIRST TURN: ROLL A DICE
1-4 HUMANS
5-8 MARTIANS

6. BUG HUNT

Jaret wasn't sure how they'd picked up this Blaine character, but he seemed damned useful and the Martians obviously hated him which was good enough. It was Blaine who had anticipated the next move of the Martian Science Division – unleashing their giant bugs – and so now here they were to exterminate them before they destroyed what was left of the town.



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

Instead of being placed randomly, one is placed on each of the squares marked with an X. The remaining two are placed to one side.

MARTIAN FORCES

Martians deploy all their models first. The Martian player places the following models in the red deployment zone:

- Science Division Chief Surgeon Gorl
- Wrex
- 3 Giant Bugs
- 3 Martian Bug Handlers
- 6 Science Division Troopers
- 1 Science Division Trooper with Heavy Blaster
- 1 Science Division Unit Commander

Each deployment zone must contain at least 4 models.

MARTIAN VPS

Martian Victory Points are awarded for:

- Critters (+2 VPs per counter).
- Alien Secrets (+1 VP per counter, not counting the first).

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

- Jaret
- Shadow
- Drex
- Zeke
- Barnabus
- Corus
- Blaine
- 4 Tiger Corps Bounty Hunters

Each deployment zone must contain at least 4 models.

HUMAN VPS

Human Victory Points are awarded for:

- Killing an enemy Hero or Giant Bug (+2 VPs each).

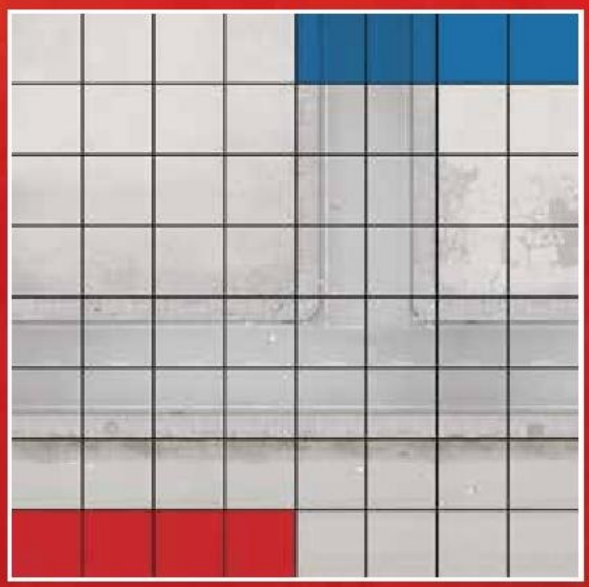
FIRST TURN: HUMANS

7. EDWYN AND GOLIATH

There was another sundering crash, and the ground rocked violently, pitching Phil to his knees. Whatever it was out there, it was big, and it was headed their way. The militia with them looked as scared as he did, but Edwyn just stood there, eyes on the middle distance, sword casually slung over one arm. He turned to look at Phil, and he was actually smiling!

"A Dragon, or maybe a Giant approaches, Philip of Greenville! I must face it and defeat it!"

Phil sighed – he recognised that tone. There would be no arguing with the Knight. Still, experience had taught him that however crazy the warrior seemed, by his side was usually the safest place to be...



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

HUMAN FORCES

Humans deploy all their models first. The Human player places the following models in the blue deployment zone:

- Phil
- Edwyn
- 4 Novas Vira Militia

HUMAN VPS

Human Victory Points are awarded for:

- Destroying the Giant Robot (+8 VPs).

MARTIAN FORCES

The Martian player places the following models in the red deployment zone:

- 1 Giant Robot
- 6 Martian Grunts
- 1 Martian Grunt Unit Commander

MARTIAN VPS

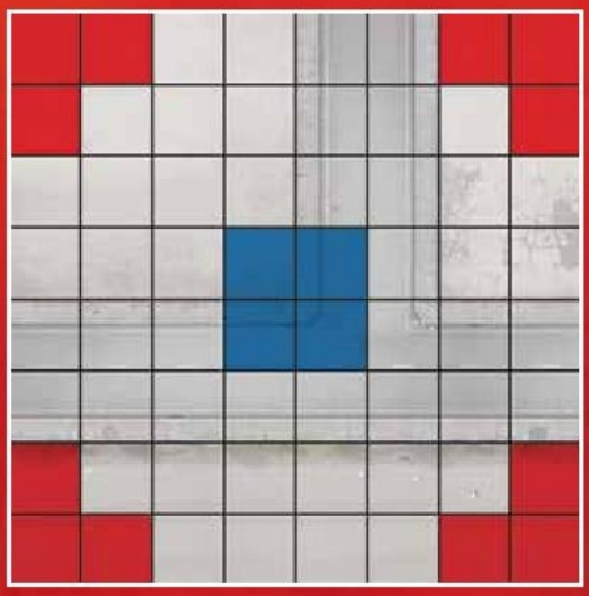
Martian Victory Points are awarded for:

- Killing Edwyn or Phil (+3 VPs each).
- Critters (+1 VP per counter, not counting the first).

FIRST TURN: MARTIANS

8. ANIMAL TESTING

Eva pushed Troy through the door and then followed, gun trained on the street as she backed in. The ambush had come so suddenly that they had just run. Lord alone knew where the others were. She'd spotted the zoo and reasoned that it was as good a place as any to hole up – lots of big strong walls on the enclosures and places to hide. Her heart sank as she heard the familiar sound of Martian chatter coming from deeper within the place. Out of the frying pan…



This scenario uses 8 Critters and Alien Secret counters. See the core rule book page 16.

In this scenario they can start face up as they all count as Critter counters. The zoo is full of interesting beasties to experiment on!

MARTIAN FORCES

Martians deploy all their models first. The Martian player places the following models anywhere in any of the red deployment zones:

- 3 Mutant Bugs
- 3 Martian Bug Handlers
- 6 Science Division Troopers
- 1 Science Division Trooper with Heavy Blaster
- 1 Science Division Unit Commander

MARTIAN VPS

- Critters (+1 VP per counter).

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

- Troy
- Eva
- Craig
- Tunga

HUMAN VPS

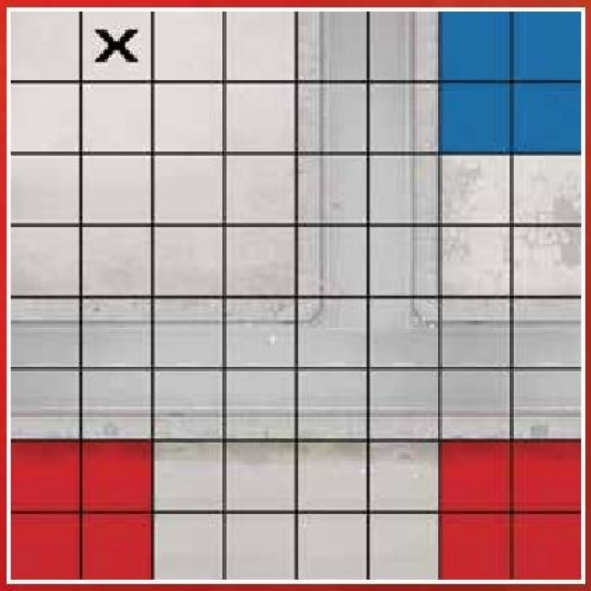
Human Victory Points are awarded for:

- Killing Mutant Bugs, the Science Division Trooper with Heavy Blaster, or the Science Division Unit Commander (+1 VP each).
- Killing other Martian models (+1 VP for every 2 killed). Only count complete sets of 2 killed.

FIRST TURN: HUMANS

9. DRIVING STICK

Joe had outdone himself this time – he'd managed to hotwire one of the giant robots and now he was taking it for a little ride. Sure, it was bumpy, but it wasn't like he had to apologise to anyone he knocked into, and the Supreme Regent was supposed to be around here somewhere...



MARTIAN FORCES

Martians deploy all their models first. The Martian player places the following models in one of the red deployment zones:

- 4 Science Division Troopers
- 1 Science Division Trooper with Heavy Blaster
- 1 Science Division Unit Commander

The Martian player places the following models in the other red deployment zone:

- 3 Martian Marines
- 1 Martian Marine with Rocket Launcher
- 1 Martian Marine Unit Commander

The Martian player does not deploy the Supreme Regent model at the start of the game. He is hiding in one of the red deployment zones and will only be revealed when the enemy get very close. Place the Supreme Regent on the board in the first Turn the Martian player takes after an enemy model has moved adjacent to or into either red deployment zone. The Martian player may place the Supreme Regent in either red deployment zone and in any square that does not have enemy models in. Placing the Supreme Regent counts as the model's action for that Turn.

MARTIAN VPS

- Killing Joe (+4 VPs).
- Killing Corus (+2 VPs).
- Killing Tiger Corps Bounty Hunters (+1 VP each).

HUMAN FORCES

The Human player places the following on the X:

- Giant Robot with Joe as the pilot

The Human player places the following models in the blue deployment zone:

- Corus
- 4 Tiger Corps Bounty Hunters

HUMAN VPS

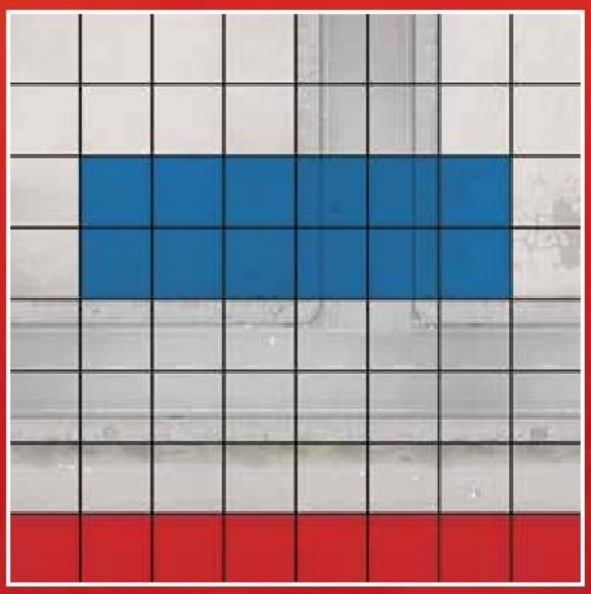
Human Victory Points are awarded for:

- Killing the Supreme Regent (+8 VPs).

FIRST TURN: HUMANS

10. HERE AND NO FURTHER

The Martians were coming on in force, intent on smashing the last of the resistance and heading out of town, and they had to be stopped here. If they got out of Greenville with that kind of firepower then the rest of the world wouldn't know what hit it. They had to make a stand, and pray they could hit them hard enough to turn them back. This was what the Tiger Corps had trained them for.



MARTIAN FORCES

The Martian player places the following models in the red deployment zone:

- 1 Giant Robot
- 2 Attack Saucers
- 3 Mutant Bugs
- 3 Martian Bug Handlers
- Martian Supreme Regent
- Beloss Bel
- 6 Science Division Troopers
- 1 Science Division Trooper with Heavy Blaster
- 1 Science Division Unit Commander
- 6 Martian Grunts

MARTIAN VPS

- Moving any model except a Giant Robot, Saucer or Beloss Bel off the board via the upper edge of the board (+2 VPs each).
- Killing Human Heroes (+1 VP each).

HUMAN FORCES

The Human player places the following models in the blue deployment zone:

- Jaret
- Shadow
- Blaine
- Falco
- 7 US Army Troopers
- 1 US Army Trooper with LMG
- 1 US Army Trooper with Missile Launcher
- 1 US Army Sergeant
- 6 Novas Vira Militia
- 1 Novas Vira Sonic Disruptor

HUMAN VPS

Human Victory Points are awarded for:

- Killing Martian Heroes (+2 VPs each).
- Killing Martian Vehicles (+1 VP each).
- Killing Martian Soldiers (+1 VP for every 2 killed). Only count complete sets of 2 killed.

FIRST TURN: HUMANS